

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (canceled).
2. (currently amended) ~~The A method according to Claim 1 of any speed dubbing using isochronous data packets comprising:~~
 - a. configuring a transmitting plug on a transmitting device for transmitting isochronous data packets in non real-time;
 - b. configuring a receiving plug on a receiving device for receiving the isochronous data packets received in non real-time;
 - c. packetizing a data stream into the isochronous data packets configured for non real-time transmission, thereby forming a stream of non real-time isochronous data packets; and
 - d. transmitting the non real-time isochronous data packets from the transmitting device via the transmitting plug to the receiving device via the receiving plug,wherein the stream of non real-time isochronous data packets is formed by packetizing the data stream into real-time isochronous data packets and encapsulating one or more real-time isochronous data packets within a non real-time header to form each non real-time isochronous data packet within the stream of non real-time isochronous data packets, further wherein the number of real-time isochronous data packets encapsulated within each non real-time isochronous data packet is associated with a non real-time transmission speed of the stream of non real-time isochronous data packets.
3. (original) The method according to Claim 2 wherein if the non real-time transmission speed is greater than real-time, then the non-real time transmission speed is a multiple of the real-time transmission speed and the number of real-time isochronous data packets encapsulated within each non real-time isochronous data packet corresponds to the multiple.

4. (original) The method according to Claim 2 wherein if the non real-time transmission speed is less than real-time then a single real-time isochronous data packet is encapsulated within each non real-time isochronous data packet such that only a portion of the data originally contained within the single real-time isochronous data packet is included within the encapsulated non real-time isochronous data packet, and a remaining portion of the data originally contained within the single real-time isochronous data packet is encapsulated in one or more subsequent non real-time isochronous data packets.
5. (original) The method according to Claim 2 wherein the non real-time header includes a non real-time isochronous header and a non real-time CIP header.
6. (original) The method according to Claim 5 wherein the non real-time isochronous header includes a data length field for indicating the amount of data contained within the non real-time isochronous data packet.
7. (original) The method as claimed in Claim 5 wherein the non real-time CIP header includes a format field for indicating that the non real-time isochronous data packet is formatted for non real-time data transfer.
8. (currently amended) The method according to Claim ~~[[1]]~~ 2 wherein the data stream includes audio/visual content data.
9. (currently amended) ~~The A method according to Claim 1~~ of any speed dubbing using isochronous data packets comprising:
 - a. configuring a transmitting plug on a transmitting device for transmitting isochronous data packets in non real-time;
 - b. configuring a receiving plug on a receiving device for receiving the isochronous data packets received in non real-time;
 - c. packetizing a data stream into the isochronous data packets configured for non real-time transmission, thereby forming a stream of non real-time isochronous data packets; and
 - d. transmitting the non real-time isochronous data packets from the transmitting device via the transmitting plug to the receiving device via the receiving plug.

wherein the non real-time isochronous data packets are transmitted in non real-time over an isochronous channel.

10. (currently amended) ~~The A method according to Claim 1~~ of any speed dubbing using isochronous data packets comprising:
- a. configuring a transmitting plug on a transmitting device for transmitting isochronous data packets in non real-time;
 - b. configuring a receiving plug on a receiving device for receiving the isochronous data packets received in non real-time;
 - c. packetizing a data stream into the isochronous data packets configured for non real-time transmission, thereby forming a stream of non real-time isochronous data packets; and
 - d. transmitting the non real-time isochronous data packets from the transmitting device via the transmitting plug to the receiving device via the receiving plug, wherein the non real-time isochronous data packets are transmitted in non real-time over an asynchronous stream.
11. (original) A method of transmitting isochronous data packets in non real-time comprising:
- a. configuring a source plug of a source device for transmitting isochronous data packets in non real-time;
 - b. packetizing a data stream into real-time isochronous data packets;
 - c. determining a transmission speed of the isochronous data packets to be transmitted;
 - d. encapsulating a selective one of a partial real-time isochronous data packet and multiple real-time isochronous data packets within a non real-time isochronous data packet, wherein a number of encapsulated real-time isochronous data packets is based on the transmission speed; and
 - e. transmitting the non real-time isochronous data packets via the source plug.
12. (original) The method according to Claim 11 wherein if the transmission speed is greater than real-time, then multiple real-time isochronous data packets are encapsulated within the non real-time isochronous data packet.

13. (original) The method according to Claim 11 wherein if the transmission speed is less than real-time, then a partial real-time isochronous data packet is encapsulated within the non real-time isochronous data packet and a remaining portion of the real-time isochronous data packet is encapsulated in one or more subsequent non real-time isochronous data packets.
14. (original) The method according to Claim 11 wherein each non real-time isochronous data packet includes a non real-time isochronous header and a non real-time CIP header.
15. (original) The method according to Claim 14 wherein the non real-time isochronous header includes a data length field for indicating the amount of data contained within the non real-time isochronous data packet.
16. (original) The method as claimed in Claim 14 wherein the non real-time CIP header includes a format field for indicating that the non real-time isochronous data packet is formatted for non real-time data transfer.
17. (original) The method according to Claim 11 wherein the data stream includes audio/visual content data.
18. (original) The method according to Claim 11 wherein the non real-time isochronous data packets are transmitted in non real-time over an isochronous channel.
19. (original) The method according to claim 11 wherein the non real-time isochronous data packets are transmitted in non real-time over an asynchronous stream.
20. (original) A method of receiving isochronous data packets in non real-time comprising:
 - a. configuring a destination plug of a destination device for receiving isochronous data packets in non real-time;
 - b. receiving isochronous data packets over the destination plug;

- c. determining a format of the received isochronous data packets;
 - d. if the format indicates that the received isochronous data packets are non real-time isochronous data packets, then determining a transmission speed of the non real-time isochronous data packets;
 - e. isolating a selective one of a partial real-time isochronous data packet and multiple real-time isochronous data packets encapsulated within the non real-time isochronous data packet, wherein a number of real-time isochronous data packets is based upon the transmission speed; and
 - f. processing the real-time isochronous data packets.
21. (original) The method according to Claim 20 wherein if a partial real-time isochronous data packet is encapsulated within the non real-time isochronous data packet, then a remaining portion of the real-time isochronous data packet is encapsulated in one or more subsequent non real-time isochronous data packets, and the remaining portion is collected and aggregated with the partial real-time isochronous data packet before processing.
22. (original) The method according to Claim 20 wherein each non real-time isochronous data packet includes a non real-time isochronous header and a non real-time CIP header.
23. (original) The method according to Claim 22 wherein the non real-time isochronous header includes a data length field for indicating the amount of data contained within the non real-time isochronous data packet.
24. (original) The method as claimed in Claim 22 wherein the non real-time CIP header includes a format field for indicating that the non real-time isochronous data packet is formatted for non real-time data transfer.
25. (original) The method according to Claim 20 wherein the data stream includes audio/visual content data.

26. (original) A method of configuring a plug to support non real-time streams of isochronous data packets comprising:
- a. embedding a non real-time plug transfer information block within a plug configuration information block;
 - b. defining a non real-time information type within the non real-time plug transfer information block, wherein the non real-time information type indicates a non real-time stream of isochronous data packets;
 - c. setting a bandwidth value within the non real-time plug transfer information block corresponding to a bus bandwidth of the non real-time stream of isochronous data packets; and
 - d. setting an enable field within the non real-time plug transfer information block to enable the plug to support non real-time streams of isochronous data packets.
27. (original) An apparatus for communicating isochronous data packets in non real-time comprising:
- a. a configuring circuit to configure a plug to communicate isochronous data packets in non real-time;
 - b. a packetizing circuit to packetize a data stream into isochronous data packets configured for non real-time transmission, thereby forming a stream of non real-time isochronous data packets;
 - c. a transceiver circuit configured to communicate isochronous data packets in non real-time via the plug;
 - d. a de-packetizing circuit to extract one or more real-time isochronous data packets encapsulated within each non real-time isochronous data packet; and
 - e. a controller coupled to the configuring circuit, the packetizing circuit, the transceiver circuit, and the de-packetizing circuit, wherein the controller processes the extracted real-time isochronous data packets.
28. (original) The apparatus according to Claim 27 wherein the stream of non real-time isochronous data packets is formed by packetizing the data stream into real-time isochronous data packets and encapsulating one or more real-time isochronous data packets within a non real-time header to form each non real-time isochronous data packet within the stream of non real-time isochronous data packets, further wherein the number

of real-time isochronous data packets encapsulated within each non real-time isochronous data packet is associated with a non real-time transmission speed of the stream of non real-time isochronous data packets.

29. (original) The apparatus according to Claim 28 wherein if the non real-time transmission speed is greater than real-time, then the non-real time transmission speed is a multiple of the real-time transmission speed and the number of real-time isochronous data packets encapsulated within each non real-time isochronous data packet corresponds to the multiple.
30. (original) The apparatus according to Claim 28 wherein if the non real-time transmission speed is less than real-time then a single real-time isochronous data packet is encapsulated within each non real-time isochronous data packet such that only a portion of the data originally contained within the single real-time isochronous data packet is included within the encapsulated non real-time isochronous data packet, and a remaining portion of the data originally contained within the single real-time isochronous data packet is encapsulated in one or more subsequent non real-time isochronous data packets.
31. (original) The apparatus according to Claim 28 wherein the non real-time header includes a non real-time isochronous header and a non real-time CIP header.
32. (original) The apparatus according to Claim 31 wherein the non real-time isochronous header includes a data length field for indicating the amount of data contained within the non real-time isochronous data packet.
33. (original) The apparatus as claimed in Claim 31 wherein the non real-time CIP header includes a format field for indicating that the non real-time isochronous data packet is formatted for non real-time data transfer.
34. (original) The apparatus according to Claim 27 wherein the data stream includes audio/visual content data.

35. (original) The apparatus according to Claim 27 wherein the non real-time isochronous data packets are transmitted in non real-time over an isochronous channel.
36. (original) The apparatus according to claim 27 wherein the non real-time isochronous data packets are transmitted in non real-time over an asynchronous stream.
37. (original) The apparatus according to claim 27 wherein if a partial real-time isochronous data packet is encapsulated within the non real-time isochronous data packet, then a remaining portion of the real-time isochronous data packet is encapsulated in one or more subsequent non real-time isochronous data packets, and the remaining portion is collected and aggregated with the partial real-time isochronous data packet before processing.
38. (original) The apparatus according to claim 27 wherein the transceiver circuit is configured to transmit isochronous data packets in non real-time via the plug.
39. (original) The apparatus according to claim 27 wherein the transceiver circuit is configured to receive isochronous data packets in non real-time via the plug.
40. (original) An apparatus for communicating isochronous data packets in non real-time comprising:
 - a. means for configuring a plug to communicate isochronous data packets in non real-time;
 - b. means for packetizing a data stream into isochronous data packets configured for non real-time transmission; thereby forming a stream of non real-time isochronous data packets;
 - c. means for communicating isochronous data packets in non real-time via the plug;
 - d. means for extracting one or more real-time isochronous data packets encapsulated within each non real-time isochronous data packet, wherein a number of real-time isochronous data packets is based upon the transmission speed; and
 - e. means for controlling coupled to the means for configuring, the means for packetizing, the means for communicating, and the means for de-packetizing,

wherein the means for controlling processes the extracted real-time isochronous data packets.

41. (original) The apparatus according to Claim 40 wherein the stream of non real-time isochronous data packets is formed by packetizing the data stream into real-time isochronous data packets and encapsulating one or more real-time isochronous data packets within a non real-time header to form each non real-time isochronous data packet within the stream of non real-time isochronous data packets, further wherein the number of real-time isochronous data packets encapsulated within each non real-time isochronous data packet is associated with a non real-time transmission speed of the stream of non real-time isochronous data packets.
42. (original) The apparatus according to Claim 41 wherein if the non real-time transmission speed is greater than real-time, then the non-real time transmission speed is a multiple of the real-time transmission speed and the number of real-time isochronous data packets encapsulated within each non real-time isochronous data packet corresponds to the multiple.
43. (original) The apparatus according to Claim 41 wherein if the non real-time transmission speed is less than real-time then a single real-time isochronous data packet is encapsulated within each non real-time isochronous data packet such that only a portion of the data originally contained within the single real-time isochronous data packet is included within the encapsulated non real-time isochronous data packet, and a remaining portion of the data originally contained within the single real-time isochronous data packet is encapsulated in one or more subsequent non real-time isochronous data packets.
44. (original) The apparatus according to Claim 41 wherein the non real-time header includes a non real-time isochronous header and a non real-time CIP header.
45. (original) The apparatus according to Claim 44 wherein the non real-time isochronous header includes a data length field for indicating the amount of data contained within the non real-time isochronous data packet.

46. (original) The apparatus as claimed in Claim 44 wherein the non real-time CIP header includes a format field for indicating that the non real-time isochronous data packet is formatted for non real-time data transfer.
47. (original) The apparatus according to Claim 40 wherein the data stream includes audio/visual content data.
48. (original) The apparatus according to Claim 40 wherein the non real-time isochronous data packets are transmitted in non real-time over an isochronous channel.
49. (original) The apparatus according to claim 40 wherein the non real-time isochronous data packets are transmitted in non real-time over an asynchronous stream.
50. (original) The apparatus according to claim 40 wherein if a partial real-time isochronous data packet is encapsulated within the non real-time isochronous data packet, then a remaining portion of the real-time isochronous data packet is encapsulated in one or more subsequent non real-time isochronous data packets, and the remaining portion is collected and aggregated with the partial real-time isochronous data packet before processing.
51. (original) The apparatus according to claim 40 wherein the means for communicating is configured to transmit isochronous data packets in non real-time via the plug.
52. (original) The apparatus according to claim 40 wherein the means for communicating is configured to receive isochronous data packets in non real-time via the plug.